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1 High intensity acoustic testing of flight structures

Shimovetz, R.M.; Wentz, K.R.;

Instrumentation in Aerospace Simulation Facilities, 1995. ICIASF '95 Record., International Congress on , 18-21 July 1995

Pages:50/1 - 50/8

[Abstract] [PDF Full-Text (524 KB)] IEEE CNF

2 Use of artificial neural networks for optimal sensing in complex structures analysis

Savastano, M.; Lecce, L.; Marulo, F.; Sansone, C.;

Instrumentation and Measurement Technology Conference, 1994. IMTC/94. Conference Proceedings. 10th Anniversary. Advanced Technologies in I & M., 1994 IEEE , 10-12 May 1994

Pages:127 - 130 vol.1

[Abstract] [PDF Full-Text (344 KB)] IEEE CNF

3 Determination of washout performance of various monochrome displays under simulated flight ambient and solar lighting conditions

Batson, V.M.; Robertson, J.B.; Parrish, R.V.;

Digital Avionics Systems Conference, 1990. Proceedings., IEEE/AIAA/NASA 9th , 15-18 Oct. 1990

Pages:447 - 452

[Abstract] [PDF Full-Text (1032 KB)] IEEE CNF

4 Fixed format liquid crystal display readability in bright ambient environments

Smith-Gillespie, R.D.; Cincinelli, J.G.;

Digital Avionics Systems Conference, 1994. 13th DASC., AIAA/IEEE , 30 Oct.-3 Nov. 1994

Pages:239 - 242

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1 Tool-based development of man-machine interfaces

Pencikowski, P.,

Aerospace Applications Conference, 1995. Proceedings., 1995 IEEE , Issue: 0 , 4-11 Feb. 1995

Pages:343 - 349 vol.1

[\[Abstract\]](#) [\[PDF Full-Text \(432 KB\)\]](#) **IEEE CNF**

2 Flight testing of a prototype Cockpit Display of Traffic Information for approach spacing applications

Garloch, J.L.,

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Pages:5A4/1 - 5A4/7 vol.1

[\[Abstract\]](#) [\[PDF Full-Text \(442 KB\)\]](#) **IEEE CNF**

3 Real-time operational evaluations using advanced flight simulators

Dillard, A.E.,

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[\[Abstract\]](#) [\[PDF Full-Text \(576 KB\)\]](#) **IEEE CNF**

4 Integrated F-16 and A-10 advanced display processor

Riffle, T.; Mears, C.,

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Pages:D34/1 - D34/8 vol.1

[\[Abstract\]](#) [\[PDF Full-Text \(948 KB\)\]](#) **IEEE CNF**

5 Migration of an engineering design simulator to the high level architecture

Givens, F.R.; O'Quinn, D.B.;

Aerospace and Electronics Conference, 1997. NAECON 1997., Proceedings of the IEEE 1997 National , Volume: 2 , 14-17 July 1997
Pages:564 - 570 vol.2

[\[Abstract\]](#) [\[PDF Full-Text \(756 KB\)\]](#) [IEEE CNF](#)

6 An engineering design simulator for advanced distributed simulation

Givens, B.R.;

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Pages:565 - 571 vol.2

[\[Abstract\]](#) [\[PDF Full-Text \(632 KB\)\]](#) [IEEE CNF](#)

7 Low cost cockpit simulations for evaluating new control/display concepts

Hasting, J.S.; Ayala, A.;

Digital Avionics Systems Conference, 1992. Proceedings., IEEE/AIAA 11th , 5-8 Oct. 1992
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8 Advanced crewstation design

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Pages:319 - 322

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9 Advanced Reference System cockpit display project

Fix, E.L.; Marshak, W.P.; Burnside, D.;

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Pages:338 - 342 vol.1

[\[Abstract\]](#) [\[PDF Full-Text \(328 KB\)\]](#) [IEEE CNF](#)

10 Advanced crew station integration cockpit

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Pages:545 - 548

[\[Abstract\]](#) [\[PDF Full-Text \(304 KB\)\]](#) [IEEE CNF](#)

11 Head-up display symbology for unusual attitude recovery

Reising, J.; Zenyuh, J.; Barthelemy, K.;

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Pages:926 - 930 vol.3

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1 RoboSiM: Java 3D robot visualization

Speck, A.; Klaeren, H.;

Industrial Electronics Society, 1999. IECON '99 Proceedings. The 25th Annual Conference of the IEEE , Volume: 2 , 29 Nov.-3 Dec. 1999

Pages:821 - 826 vol.2

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2 A hardware-independent virtual reality development system

Pape, D.;

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Pages:1037 - 1041 vol.2

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4 Test and evaluation techniques using rapid prototyping tools for avionics requirements development

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5 DISplay: a system for visual-interaction in distributed simulations

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Stoddan, D.Y.; Galasso, G.D.;

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7 A general dual-arm robotic simulation system and cooperative control research of multi-manipulator

Ding Mei; Sun Zengqi; He Bin;

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10 Web-based tele-operated systems using EAI

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11 The interactive display design tool: an application program for human factors part-task simulation development

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12 A user-friendly simulation program for teaching power system operations

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13 A LabVIEW based data acquisition system for vibration monitoring and analysis

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14 Mobile extended spectrum electro-optical test set

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15 With gaming technology towards secure user interfaces

Hanno Langweg;
Computer Security Applications Conference, 2002. Proceedings. 18th Annual , 9-13 Dec. 2002
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Falk, P.; Martin, R.;
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Pages:617 - 635

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2 Interactive simulation of LEB commissioning procedure on a HYPERCUBE parallel computer

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3 A simulated annealing optimization algorithm implemented within an operator-assist interface

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4 The graphic environment for transport line-control and beam diagnostics

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5 Intelligent real-time electronic warfare

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6 HF surface wave radar simulation

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World', IROS '94. Proceedings of the IEEE/RSJ/GI International Conference

on , Volume: 1 , 12-16 Sept. 1994

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8 Control architecture and operator interface for a free-flying robotic vehicle

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9 Experimental studies of potential safety-significant factors in the application of computer-based procedure systems

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Pages:4-48 - 4-54

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11 A real-time multi-processing computer infrastructure for automated testing

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12 Hypervelocity wind tunnel 9 control system

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13 Simulator design in advance of plant build

Hacking, D.;
Operator Training Simulators, IEE Colloquium on , 20 May 1992
Pages:4/1 - 4/4

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14 The control system of a small virtual AUV

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1994 Symposium on , 19-20 July 1994
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15 Proceedings of 1992 IEEE 5th Human Factors and Power Plants

Human Factors and Power Plants, 1992., Conference Record for 1992 IEEE Fifth
Conference on , 7-11 June 1992

[Abstract] [PDF Full-Text (28 KB)] IEEE CNF

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JNL = Journal or Magazine **CNF** = Conference **STD** = Standard**1 Applying eye tracking as an alternative approach for activation of controls and functions in aircraft***Merchant, S.; Schnell, T.;*

Digital Avionics Systems Conferences, 2000. Proceedings. DASC. The

19th , Volume: 2 , 7-13 Oct. 2000

Pages:5A5/1 - 5A5/9 vol.2

[\[Abstract\]](#) [\[PDF Full-Text \(904 KB\)\]](#) [IEEE CNF](#)**2 Fixed format liquid crystal display readability in bright ambient environments***Smith-Gillespie, R.D.; Cincinelli, J.G.;*

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1 Back to the future: the story of Squeak, a practical Smalltalk written in itself 88%
 Dan Ingalls , Ted Kaehler , John Maloney , Scott Wallace , Alan Kay
ACM SIGPLAN Notices , Proceedings of the 12th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications October 1997
Volume 32 Issue 10
Squeak is an open, highly-portable Smalltalk implementation whose virtual machine is written entirely in Smalltalk, making it easy to debug, analyze, and change. To achieve practical performance, a translator produces an equivalent C program whose performance is comparable to commercial Smalltalks. Other noteworthy aspects of Squeak include: a compact object format that typically requires only a single word of overhead per object; a simple yet efficient incremental garbage collector for 32-bit d ...

2 Building user interfaces by direct manipulation 85%
 Luca Cardelli
Proceedings of the 1st annual ACM SIGGRAPH symposium on User Interface Software January 1988

3 Linux? On the Macintosh? with Mach?: The answer is an emphatic yes: Discover 85%
 MkLinux
Vicki Brown
Linux Journal May 1997

4 Teaching assembly language on the Macintosh (abstract only) 84%
 Clinton R. Foulk
Proceedings of the 15th annual conference on Computer Science February 1987
As a part of its program of abandoning the IBM System/370 mainframe computer in favor of personal computers and UNIX workstations for undergraduate instruction, the Department of Computer and Information Science at Ohio State has decided to experiment with teaching assembly language on the Apple Macintosh. Ideally, given the complexity of the MC68000 microprocessor and the Macintosh operating system, we would like to teach this course using a student assembler-interpreter similar ...

5 Kernel Korner 82%



Alan Cox
Linux Journal January 1999

Linux for Macintosh 68K Port: "I don't care if space aliens ate my mouse" or a case study in both the technical and human issues in porting the Linux OS to a new M68K target platform

6 Use of Ada in digital radar landmass simulation (DRLMS)

82%

 Jim Hopper , Jennifer De Bilbiss , Harry Heaton , Tom Haberlandt

ACM SIGAda Ada Letters , Proceedings of the 1998 annual ACM SIGAda international conference on Ada November 1998

Volume XVIII Issue 6

7 Personal distributed computing: the Alto and Ethernet software

82%

 Butler Lampson

Proceedings of the ACM Conference on The history of personal workstations January 1986

The personal distributed computing system based on the Alto and the Ethernet was a major effort to make computers help people to think and communicate. The paper describes the complex and diverse collection of software that was built to pursue this goal, ranging from operating systems, programming environments, and communications software to printing and file servers, user interfaces, and applications such as editors, illustrators, and mail systems.

8 Programming for events

82%

 David S. Eastwood

ACM SIGAPL APL Quote Quad , Proceedings of the international conference on APL '91 July 1991

Volume 21 Issue 4

Modern windowing user interfaces offer both a challenge and an opportunity to the APL programmer. This paper discusses some of the factors that need to be taken into account when designing APL applications in a windowing environment. In such an environment the application programmer needs to design the application to react to events which occur in the environment rather than design the application to take over the environment, especially when a number of independent applications are being run si ...

9 The Kiewit network: a large AppleTalk internetwork

80%

 R. E. Brown

ACM SIGCOMM Computer Communication Review , Proceedings of the ACM workshop on Frontiers in computer communications technology August 1987

Volume 17 Issue 5

Dartmouth College's Kiewit Network connects nearly all of the computing resources on the campus: mainframes, minicomputers, personal computers, terminals, printers, and file servers. It is a large internetwork, based on the AppleTalk protocols. There are currently over 2900 AppleTalk outlets in 44 zones on campus. Over 90 minicomputers act as bridges between 177 AppleTalk twisted pair busses. This paper describes the extent and facilities of the current network; the extensions made to the A ...

10 Textual bloopers: an excerpt from GUI bloopers

80%

 Jeff Johnson

interactions September 2000

Volume 7 Issue 5

11 Porting themcc PowerPC C/C++ compiler into an interactive development

80%

 environment

Farooq Butt

ACM SIGPLAN Notices August 1996

Volume 31 Issue 8

The quest for software reuse often leads to tools such as compilers and assemblers being used in environments for which they were never designed. This paper discusses the experiences of dropping the Motorola **mcc** command-line based UNIX PowerPC™ compiler into the Macintosh Finder Operating System under the Metrowerks Codewarrior Interactive Development Environment (IDE).

We explore the issues that come up when attempting such a project as well as potential pitfalls and challenges.

12 User interface software tools

80%

 Brad A. Myers

ACM Transactions on Computer-Human Interaction (TOCHI) March 1995

Volume 2 Issue 1

Almost as long as there have been user interfaces, there have been special software systems and tools to help design and implement the user interface software. Many of these tools have demonstrated significant productivity gains for programmers, and have become important commercial products. Others have proven less successful at supporting the kinds of user interfaces people want to build. This article discusses the different kinds of user interface software tools, and investigates why some ...

13 A controlled experiment with software for teaching Ada tasking

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 Arthur V. Lopes , Michael B. Feldman , Rachelle S. Heller

Proceedings of the conference on TRI-Ada '93 October 1993

14 JVOX

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 David G. Smith , Joey K. Tuttle

ACM SIGAPL APL Quote Quad , Proceedings of the international conference on APL September 1993

Volume 24 Issue 1

15 A taxonomy of computer program security flaws

80%

 Carl E. Landwehr , Alan R. Bull , John P. McDermott , William S. Choi

ACM Computing Surveys (CSUR) September 1994

Volume 26 Issue 3

An organized record of actual flaws can be useful to computer system designers, programmers, analysts, administrators, and users. This survey provides a taxonomy for computer program security flaws, with an Appendix that documents 50 actual security flaws. These flaws have all been described previously in the open literature, but in widely separated places. For those new to the field of computer security, they provide a good introduction to the characteristics of security flaws and how they ...

16 Migrating a CISC computer family onto RISC via object code translation

80%

 Kristy Andrews , Duane Sand

ACM SIGPLAN Notices , Proceedings of the fifth international conference on Architectural support for programming languages and operating systems September 1992

Volume 27 Issue 9

17 HyperTalk as an overture to CS1

80%

 Elizabeth E. Katz , Hayden S. Porter

ACM SIGCSE Bulletin , Proceedings of the twenty-second SIGCSE technical symposium on Computer science education March 1991

Volume 23 Issue 1

18 Reuse of compiler analysis in a programming environment

80%

 M. P. Blivens , M. L. Soffa

Proceedings of the seventeenth annual ACM conference on Computer science : Computing trends in the 1990's: Computing trends in the 1990's February 1989

Productivity in the development of software can be increased by reusing code and design analysis. Following this approach we have developed an incremental optimizing compiler that reuses target code and compiler analysis. In order to be practical, it shares a database of information with other tools in a programming environment. The analysis performed by a compiler is reused to greatly reduce the recompilation time during program development and to incrementally produce target code that is ...

19 Modeling methodology: Panel: GPSS 40th anniversary: GPSS turns 40: selected perspectives

77%

Thomas J. Schriber , Springer Cox , James O. Henriksen , Peter Lorenz , Julian Reitman , Ingolf Ståhl
: **Proceedings of the 33rd conference on Winter simulation** December 2001

GPSS (General Purpose Simulation System) is celebrating its 40th birthday this year. We recognize this notable birthday by assembling a panel of discussants consisting of some of the folks who have contributed significantly to GPSS and its use over the years. The panelists are Springer Cox (GPSS/PC and GPSS World), Jim Henriksen (GPSS/H and Proof Animation), Peter Lorenz (promoter of GPSS in Europe and on the Web), Julian Reitman (principal in early interactive use and accommodation f ...

20 MAC-CUBE, the Macintosh-based hypercube

77%

Thomas J. Schriber , Springer Cox , James O. Henriksen , Peter Lorenz , Julian Reitman , Ingolf Ståhl
A. Ho , G. C. Fox , D. W. Walker , M. Breaden , S. Chen , A. Knutson , S. Kuwamoto , T. Cole
Proceedings of the third conference on Hypercube concurrent computers and applications: Architecture, software, computer systems, and general issues - Volume 1 January 1988

The MAC-CUBE is a Macintosh-based hypercube. It uses AppleTalk hardware and software as the medium for the nodal connections. At the physical level AppleTalk has a bus topology. Hypercube connectivity is emulated on the AppleTalk local area network while the hypercube communication protocol is integrated in the AppleTalk software. Available for MAC-CUBE is the Crystalline Operating System III (CrOS III.) MAC-CUBE provides a programming environment similar to any other hypercube systems runn ...

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 Claudioor Coelho wrote the **simulator** and contributed in ... 33 2.2.4 **Interface** co-synthesis ...

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... with a simple HDL construct—an **operator** or a ... The graphical and textual user **interface** and debugging ... are used to generate a **reprogrammable** physical prototype ...

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... EPROM) A form of **reprogrammable** semiconductor memory ... high-speed differential **interface** (HSDI) Supports clock-data ... Post- compilation timing **simulation** or timing ...
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... The pre-defined **interface** of the adaptor encapsulates the ... 7 **Reprogrammable** Part Manipulator. ... to assemble and one which constantly requires **operator** intervention ...
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... operation, and it would not be **reprogrammable** for reuse ... at the higher levels can **interface** to the ... down workcell operation and communicates with the **operator**. ...
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... 98/ME/NT/2000/XP • PC **Interface**: USB Contents ... The **operator** simply selects one of the 64 projects ... schematic and Abel HDL), synthesis, **simulation**, and **FPGA/CPLD** ...
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Kuhl, J.; Evans, D.; Papelis, Y.; Romano, R.; Watson, G.;

Computer , Volume: 28 , Issue: 7 , July 1995

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Papelis, Y.E.;

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